

17. The method of claim 16 wherein the predetermined amount of time is determined based on the number of times the player had been classified as a first classification.

18. The method of claim 12 further comprises decreasing the player's classification statistic over a period of time or with the detection of a positive peer report.

19. The method of claim 12 further comprising:

resetting the player classification statistic after the predetermined amount of time has expired.

20. A non-transitory computer readable medium having instructions for causing a computer to execute a method comprising

identifying a plurality of players with hash values defining player records comprising player classification statistics, each player classification statistic representing a numerical value;

allowing players to initially play in a first player pool;

detecting a first plurality of player activities;

upon detection of at least one of the first plurality of player activity, executing a hash function for incrementing the player's classification statistic by a weighted numerical value being unique for a selected predetermined negative player action and a second predetermined negative player action;

detecting a second plurality of player activities;

upon detection of at least one of the second plurality of player activities adding the player's hash value to a potential cheaters list;

detecting whether the classification statistic for one or more players has reached a threshold;

upon detection of the classification statistic reaching the threshold, classifying the hash value of the player as a first classification for a predetermined amount of time; and

forcing classified players to play in a second player pool separate from the first player pool.

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